

AGB-BIIE-USA

GAME BOY ADVANCE

# POLARIUM ADVANCE

ATLUS®  
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INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

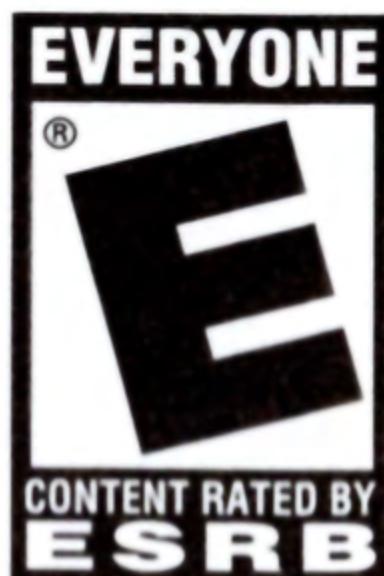
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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**Rev-D (L)**

# POLARIUM ADVANCE

The Rules are Simple  
Select and Flip Tiles in a Single Stroke  
Create Horizontal Rows of the Same Color  
Erase All the Tiles to Clear the Board!

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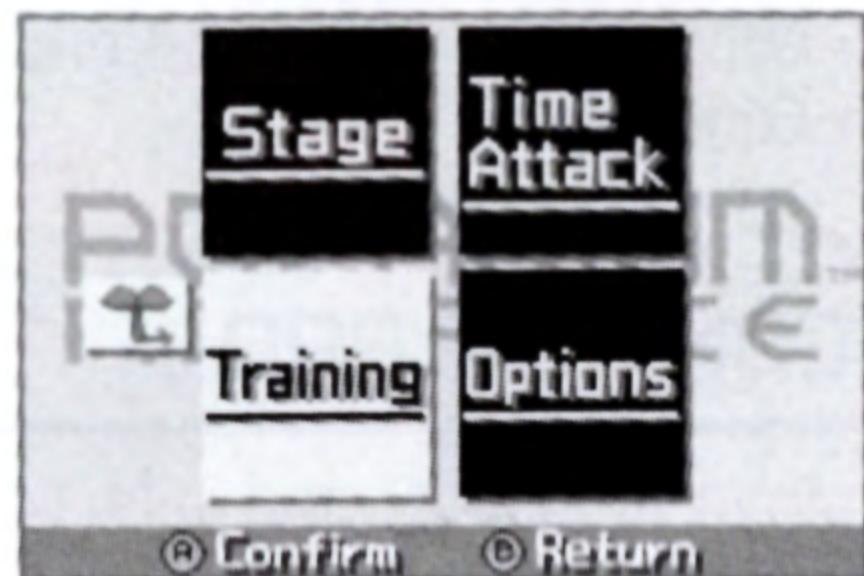
# GETTING STARTED

Insert the Polarium™ Advance Game Pak correctly into your Game Boy® Advance and turn the power ON. When the **Title Screen** appears, press START.



## main menu screen

Press START, the A Button or the L Button to display the **Main Menu**. Select the desired item using the Control Pad and press the A Button or the L Button to confirm your choice. If you are playing for the first time, you have to go through the basic rules in **Training Mode**. Afterwards, you can choose either **Stage Mode** or **Time Attack Mode**.



### **Stage Mode** (see page 12)

Solve preset puzzles in your own time.

### **Time Attack Mode** (see page 16)

You can also create new puzzles.

### **Training Mode** (see page 18)

Challenge yourself by solving randomly generated puzzles as quickly as possible.

### **Options** (see page 19)

Check and practice the basic operations.

Change various settings.

# CONTROLS

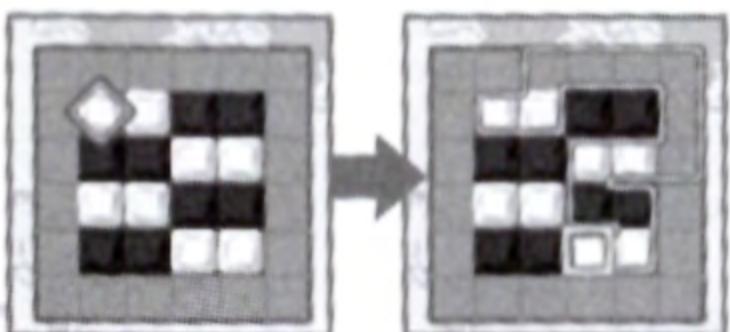
- Press **START**, **SELECT**, the **A Button** and the **B Button** simultaneously during play to reset the game and return to the **Title Screen** (see page 5).
- You can reset your data by holding down the **A Button**, **B Button**, **L Button**, **R Button** and **SELECT** immediately after turning on the system. But be careful, data cannot be recovered once it has been erased.

## L BUTTON

- Confirm your start and end point (see page 8)
- Confirm menu items

## CONTROL PAD

Move the cursor and select the menu items.

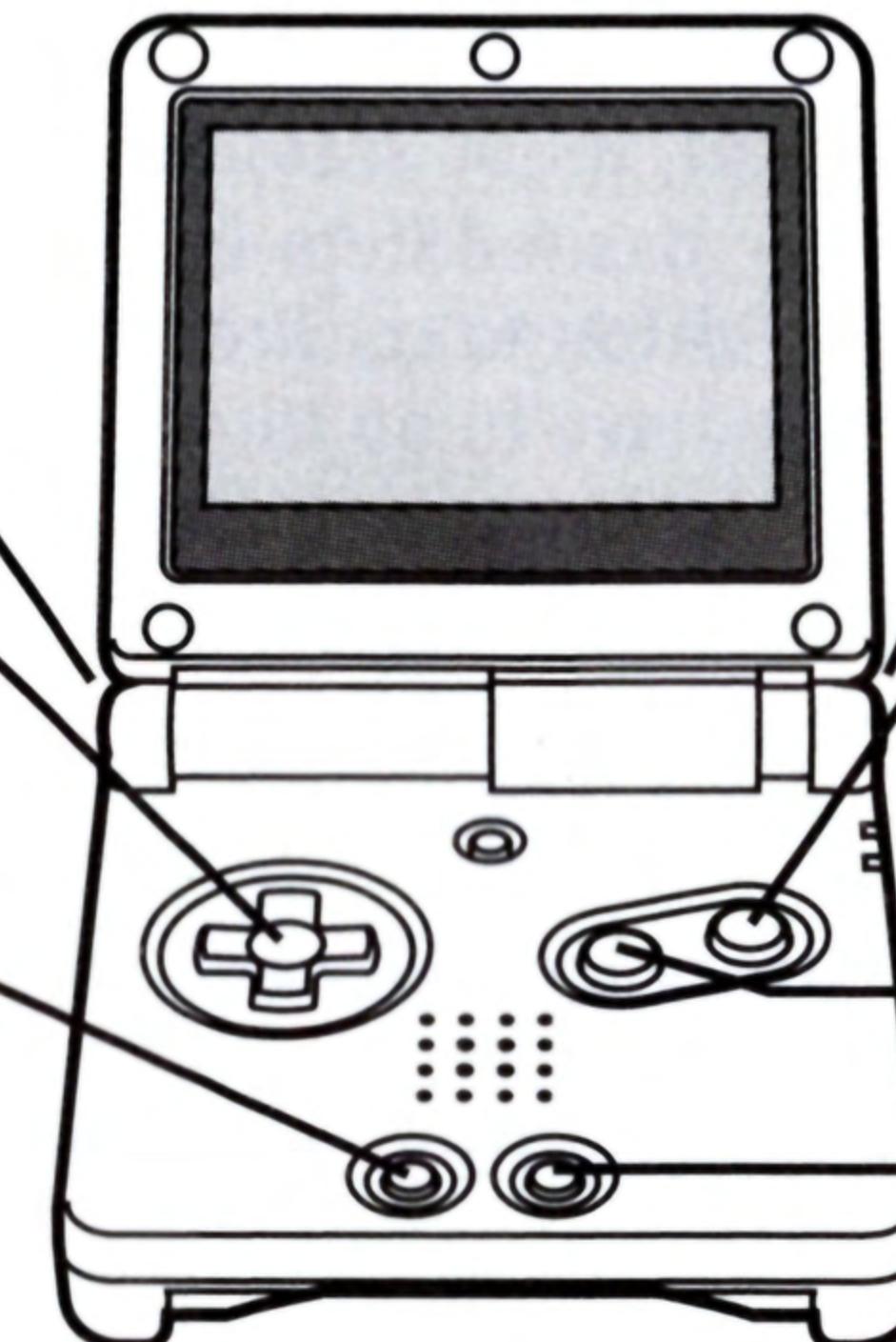


Move the cursor...

...to draw a line!

## START

Pause and start a game. Hold down to display your previous route (see page 14)



When using a Nintendo DS™, Game Boy® Advance SP, Game Boy® micro or Game Boy® Player, consult the instruction booklet supplied with the system.

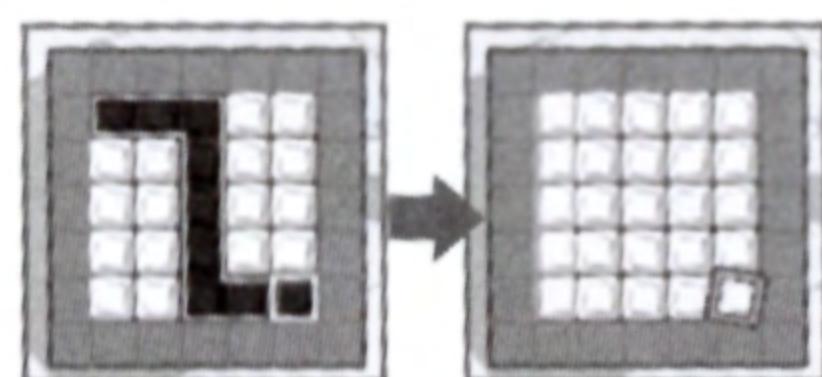
Operating controls for editing (see page 13).

Change play area size/Move cursor	Control Pad
Confirm	START
Return	SELECT
Change/Place tile	A Button/B Button

## R BUTTON

### A BUTTON

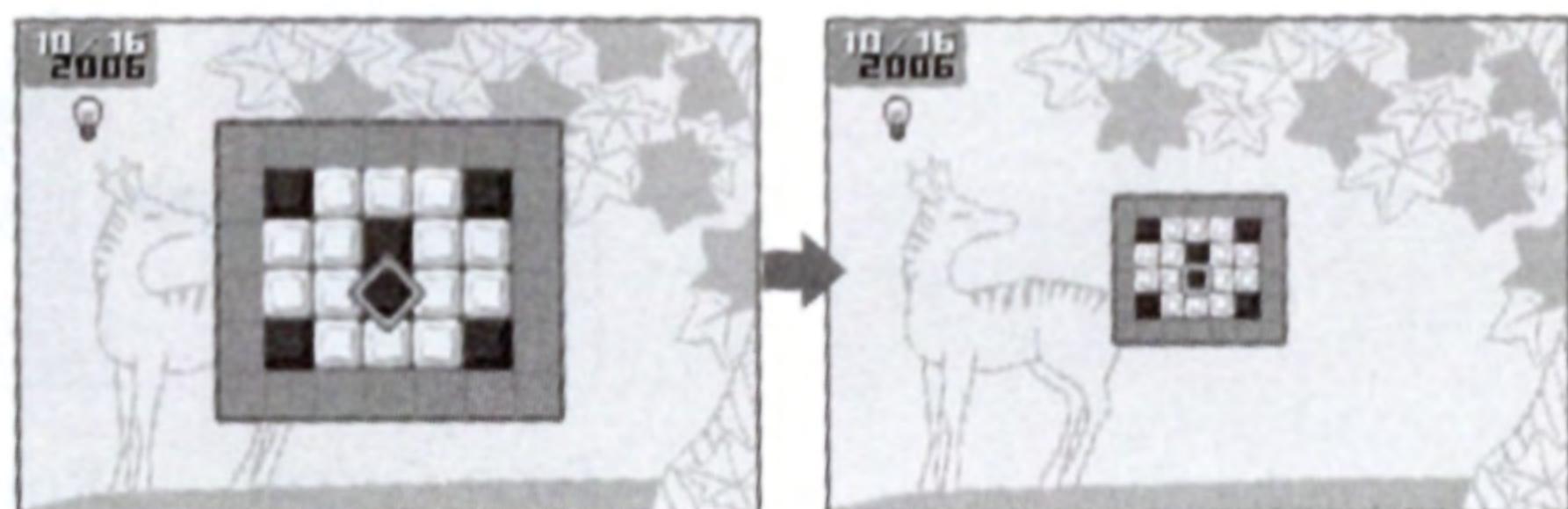
- Confirm your start and end point (see page 8)
- Confirm menu items



Decide your route...

...then flip the tiles

Zoom the play area in and out



## B BUTTON

- Clear a selected route (see page 9)
- Cancel

### SELECT

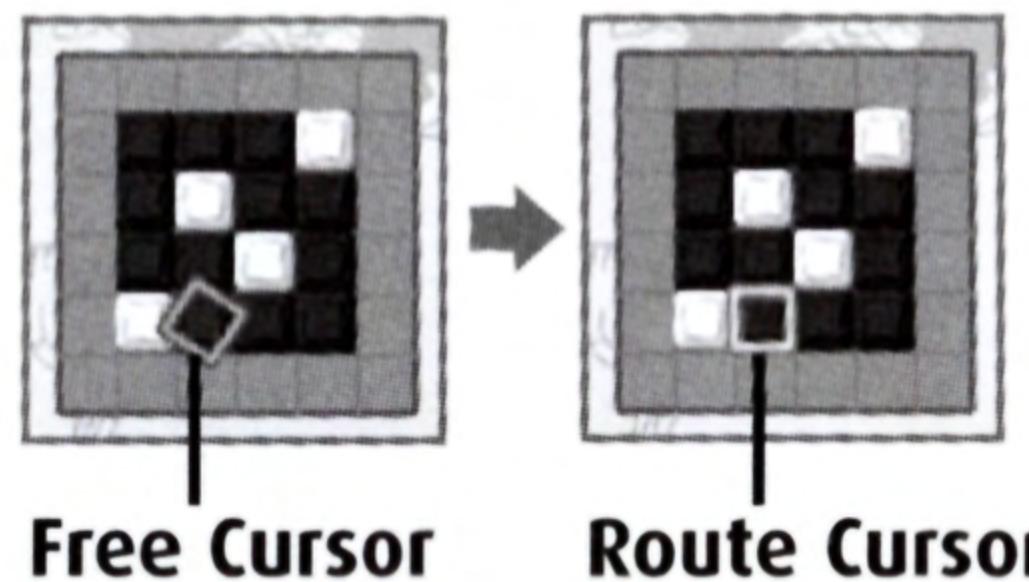
Clear a selected route/Cancel

# BASIC PLAY AND GAME SCREEN LAYOUT

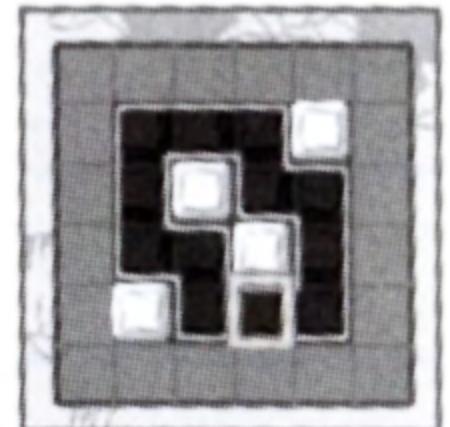
Flip the tiles to create horizontal rows of one color and erase all the tiles in a single stroke to clear the board.

## how to select and erase tiles

Move the free cursor using the Control Pad and confirm your start point using the A Button or the L Button. The free cursor transforms into a route cursor and you can select the line of tiles (the route) you want to flip.



Select your route using a single stroke (i.e. without releasing the cursor), pressing the A Button or the L Button at the end point. White tiles in your route switch to black and black tiles switch to white. Once all the tiles in a horizontal row are the same color, they will disappear.



## cancelling a selected route

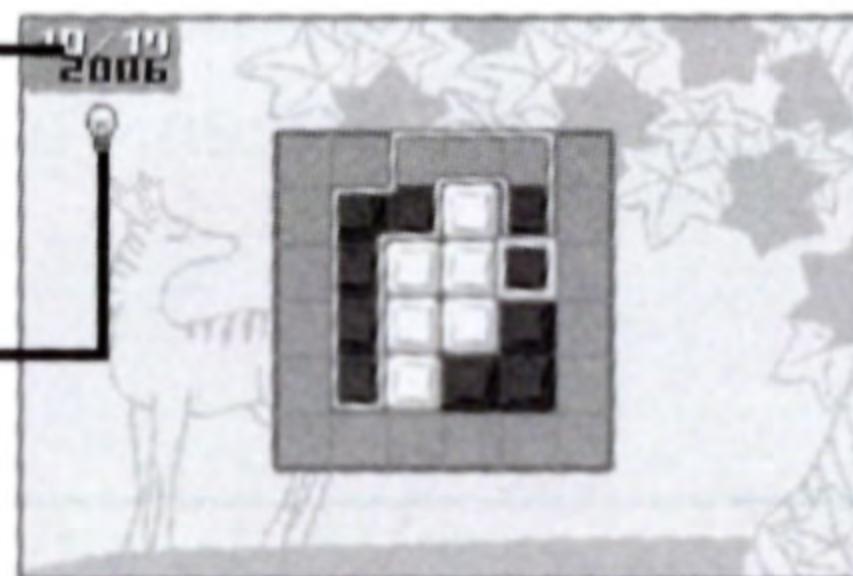
To cancel a route you have selected and choose other tiles, press the B Button or SELECT.

## stage mode screen

This section describes the layout of the Stage Mode Screen. For a description of Time Attack Mode, see page 16.

### Date

The date advances with each puzzle.



### Difficulty level

A greater number of light bulbs indicates a higher level of difficulty.

### SPECIAL TILES



#### Hurdle tile

You cannot pass over one of these tiles.



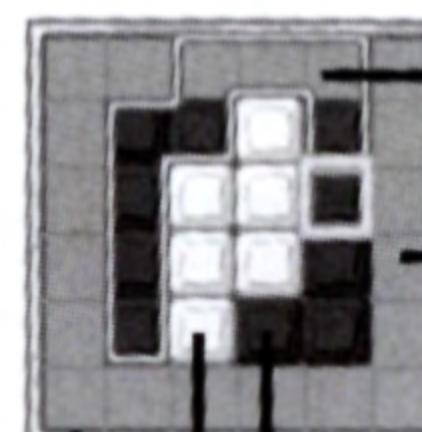
#### Multi-tile

These count as black or white.



#### Solid tile

When you erase one of these, the tile above drops down to take its place.



### Route

### Outer Frame

You can select this as a part of your route.

### Play Area

### Black/White tiles

These are the basic tiles. You will also come across Special tiles.

## stage mode pause menu

In Stage Mode, press START to bring up the Pause Menu, which allows you to choose either CONTINUE or RETURN TO MENU.

# SAVING

Game data will be saved automatically in the following situations. You can choose to save game data during **Edit Mode** only.

## saving in stage mode

This section describes the layout of the Stage Mode Screen. For a description of Time Attack Mode, see page 16.

## when you clear a puzzle

When you solve a puzzle, the clear status and the successful route are saved.

## when you fail to clear a puzzle

When you fail to solve a puzzle, your failed route is saved. The route is not saved when you use the **Pause Menu** (by pressing START) to stop the game.

The route from the last puzzle you played is saved until the system is turned OFF, whether you cleared it or not.

## **saving in edit mode**

If you press **SELECT** to pause the creation of a puzzle in **Edit Mode** (page 13), the **Save Selection Screen** appears.

## **saving in time attack mode**

### **when you make it to the best five**

If you clear the puzzle in one of the Best Five times and register your icon, the icon and the time will be saved.

## **saving in options**

### **when you exit options**

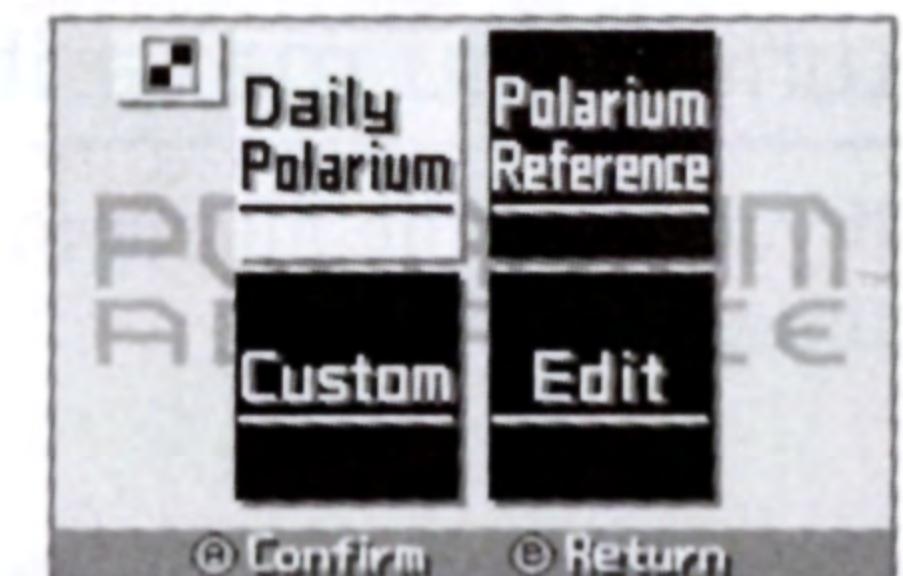
Your settings are saved when you exit Options.

## STAGE MODE

**Stage Mode** allows you to select from four different play modes - DAILY POLARIUM, POLARIUM REFERENCE, CUSTOM and EDIT.

### ► daily polarium

This mode consists of 365 puzzles and your goal is to solve one puzzle per day. Each time you solve a puzzle, a new puzzle appears. You must set the date before starting your first game, but remember that the date cannot be changed once you have set it.



### ► polarium reference

POLARIUM REFERENCE allows you to select groups of puzzles you have already cleared in DAILY POLARIUM to play. Press the Control Pad Up and Down to select a group and Left and Right to select a puzzle.

### ► custom

CUSTOM allows you to play a puzzle created in Edit Mode (see page 13).

## puzzle over

When you fail to solve a puzzle in Stage Mode, the Retry Screen appears. Select **RETRY** to have another go at solving the puzzle.

## edit mode

**Edit Mode** allows you to create your own puzzles and to save up to 100 puzzles by entering your password. Press the Control Pad Up and Down to select the mode and Left and Right to select the puzzle. To delete a puzzle, press START.

## create

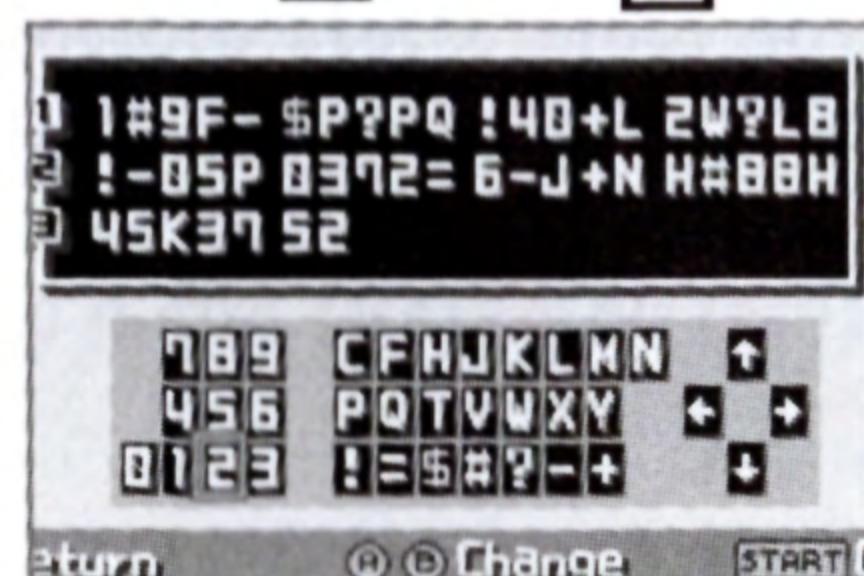
You can create your own puzzle by setting the size of the play area and the layout of the tiles. When you solve a puzzle you have created during test play, the puzzle is added to those in **Custom Mode** (see page 12), and the password is displayed in **SHOW PASSWORD**.

The only Special tiles you can include at first are Hurdle tiles, but when you have fulfilled certain conditions, you will also be able to use other Special tiles.

## password input

You can add a puzzle by entering a password.

You can also use passwords from **POLARIUM™** for the **Nintendo DS™**.



## ENTERING A PASSWORD

Control Pad	Move cursor	A Button	Enter text
START	Confirm	B Button	Go back one space
SELECT	Return to menu		

### show password

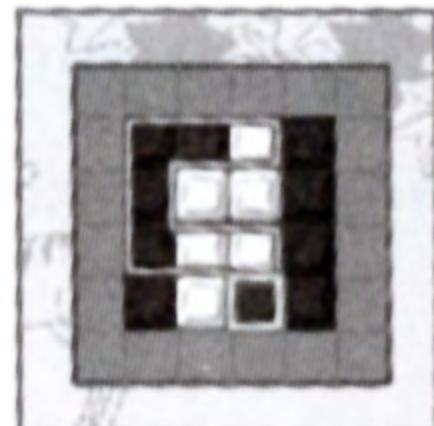
You can also check the passwords given to the puzzles you create (if there are more than four lines, press the Control Pad Up and Down to scroll between them). Why not tell your friends the password and give them the puzzle as a present?

### **puzzle screen from the 2nd time you play a puzzle**

Once you have played a puzzle, the following displays are added.

### previous route display

The game starts showing the last puzzle you played with your attempted route or the route selected when you failed to solve the puzzle. To cancel the selection, press the B Button or SELECT. Hold down START to display the route again (pressing START again will clear the route).



## conditional puzzles

There are two types of conditions attached to this puzzle. In one, you must start and finish at specified points. In the other, you must clear the puzzle within a specified number of steps. Conditions are displayed on puzzles you have already solved. When you solve a conditional puzzle, various symbols are added to the puzzle number.

The number of steps is not specified for puzzles created using a password from POLARIUM™ for the Nintendo DS™.



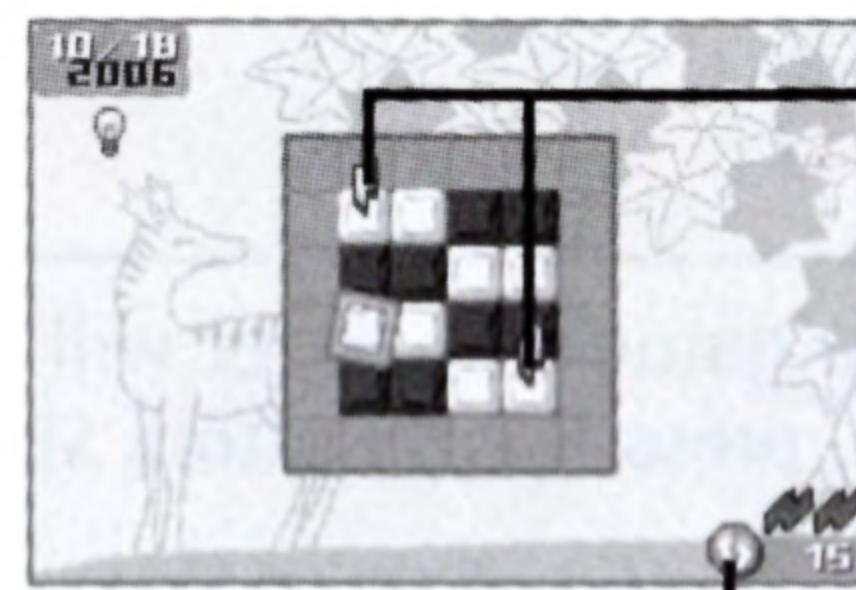
Cleared  
normally



Cleared one  
condition



Cleared all  
conditions



### Start point/End point

The colors have no  
significance.

### Number of steps

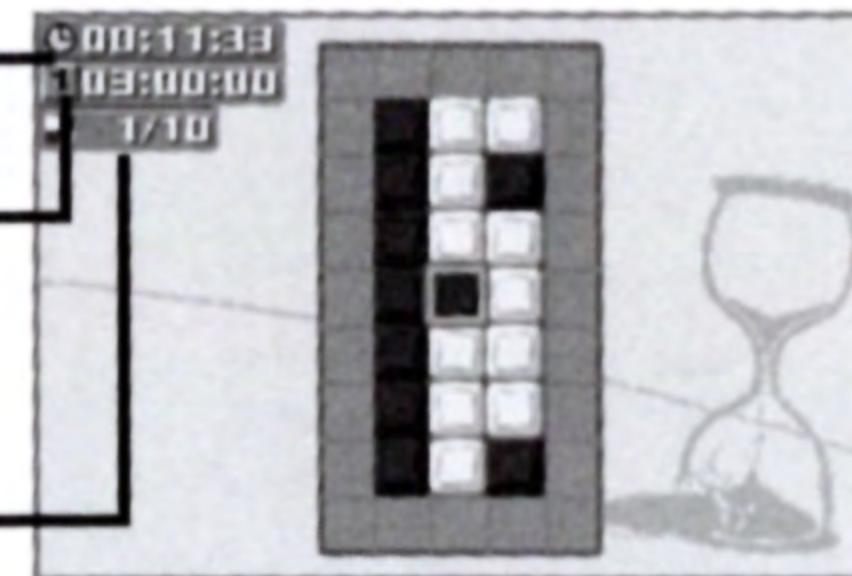
# TIME ATTACK MODE

In this mode, the challenge is to see how quickly you can solve randomly generated puzzles.

## screen layout

The screen layout in **Time Attack Mode** is explained below. For an explanation of what the different tiles and other features mean, see page 9.

### Elapsed time



### Ranking

The rank and time you are aiming for

### Puzzle number

Shows the current puzzle

## pause menu

To bring up the **Pause Menu**, press START during a game. The timer will continue to run while the game is paused. To return to the game, press the B Button, SELECT or START.

**From the beginning**

Start again from the beginning of the game.

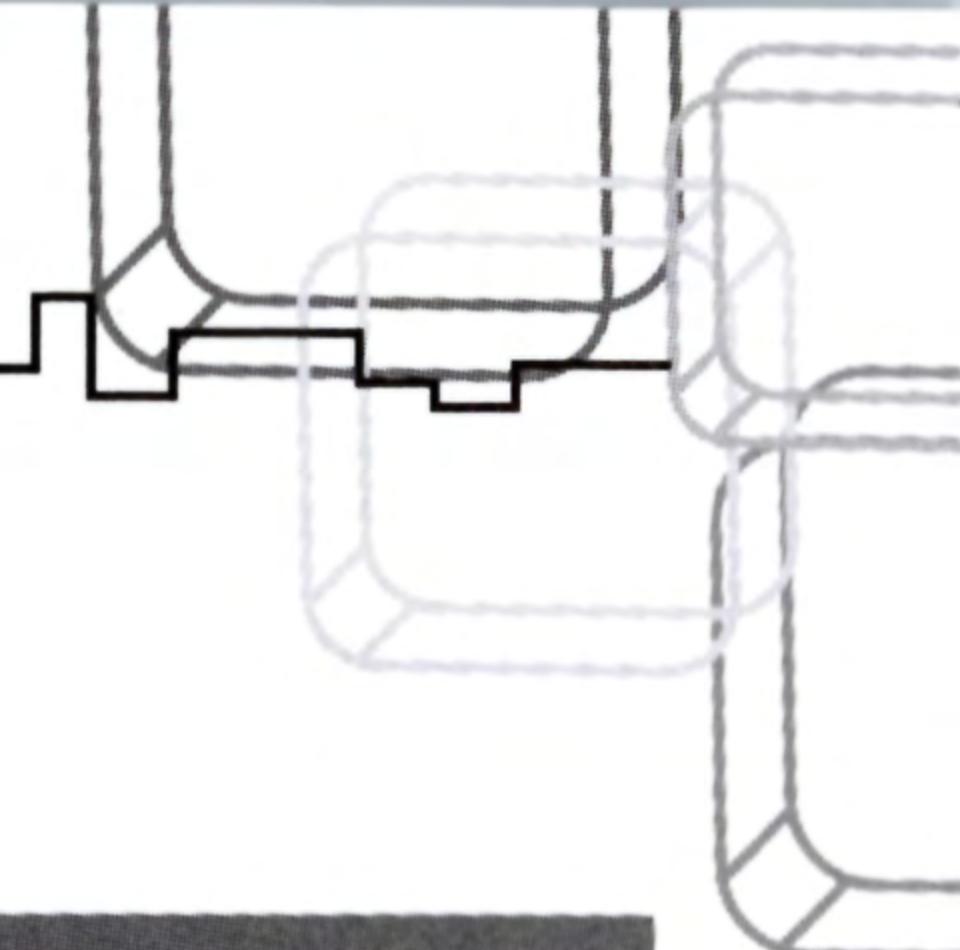
**Return to menu**

Return to the **Time Attack Mode Menu Screen**.

## time attack mode menu

The menu provides a choice of different numbers of puzzles to solve.

- Easy 10** Presents 10 easy puzzles to solve.
- Hard 5** Present 5 difficult puzzles to solve.
- Ranking** Shows the ranking for each of the above.



## the basic rules

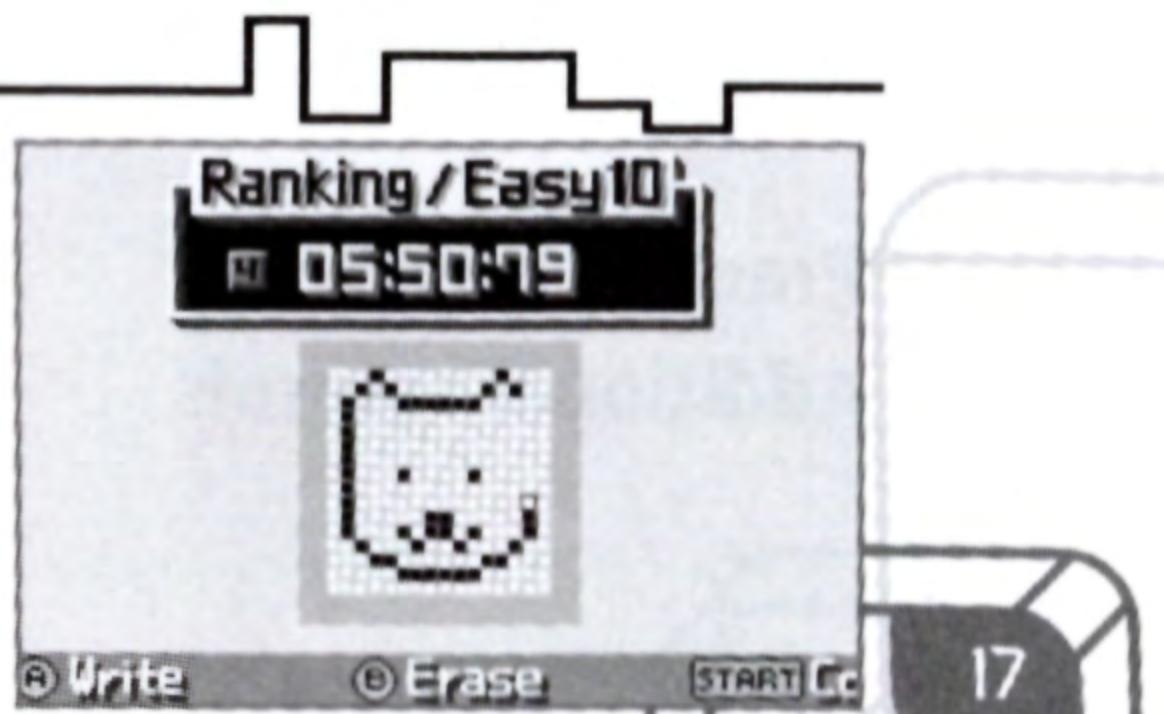
When you flip the tiles, you progress to the next puzzle. It is not necessary to erase all the tiles to progress to the next puzzle, but a penalty (number of lines left multiplied by the seconds) will be added to your time when you fail to erase them all. The number of seconds penalized will also vary depending on the mode.

## ranking

When you finish within the top five finishing times, your time and your personal icon (which you create yourself) will be recorded in the Rankings.

## creating an icon

To create your personal icon, use the Control Pad to move the cursor and fill in the squares by pressing the A Button. To erase what you have drawn, position the cursor on the square you want to erase and press the B Button.

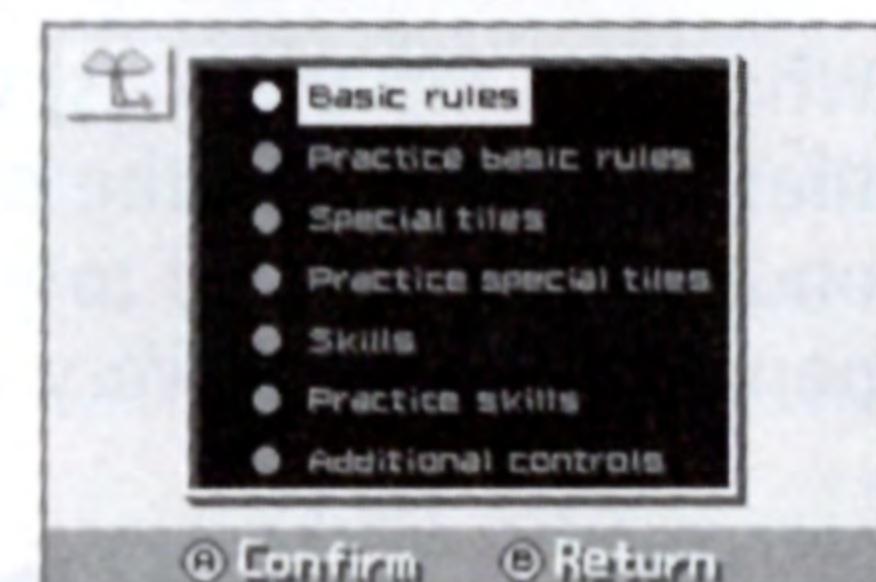


# TRAINING MODE

In Training Mode, you can read explanations about the controls and Special tiles, as well as actually practicing the games.

## training mode menu

At first you can only view the basic rules. As you read through them, the next item will become available for you to select. To scroll quickly through the text, press the L Button, the R Button or the A Button.



### Basic Rules

Check out the basic operations and rules of Polarium Advance.

### Practice basic rules

Practice on an easy puzzle.

### Special tiles

Check out the features of Special tiles.

### Practice special tiles

Practice puzzles using Special tiles.

### Skills

Look at skills such as how to use the outer frame and Special tiles.

### Practice skills

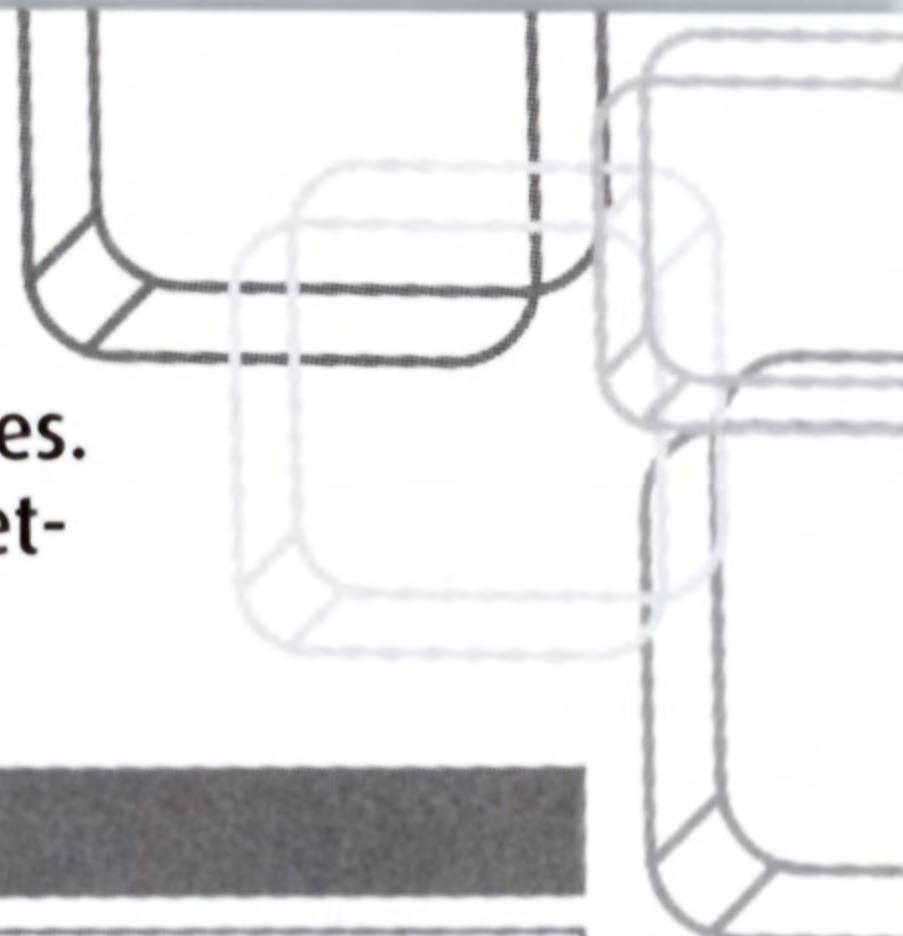
Practice skills

### Additional controls

Check up on auxiliary operations such as how to zoom screens in and out or discontinue a game.

# OPTIONS

Use **OPTIONS** to change various settings, such as screen brightness and tile types. Press the **B Button** or **SELECT** to return to the **Main Menu Screen**, saving your settings automatically.



## screen

Select from three levels of screen brightness - **DARK**, **NORMAL** or **BRIGHT**



## sound

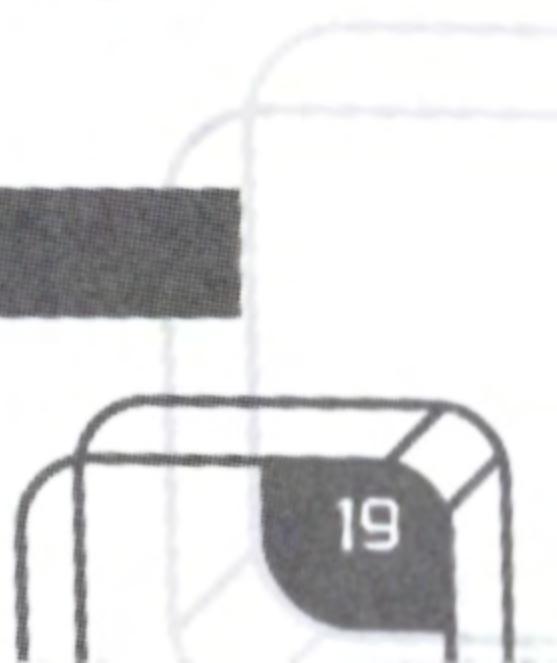
Turn the **BGM** (background music) and **SOUNDS** (sound effects) **ON** or **OFF**.

## tiles

Select from up to four different tile designs. The number of designs will increase depending on the clear status.

## cursor

Select from up to four different cursor colors. The number of colors will increase depending on the clear status.



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